

ABSTRACT

A delivery system that delivers rounded prize capsules in an arcade-type skill game.

Several slanted channels store capsules that line up naturally within a vertical agitator

column. An electrically-activated capsule transport located beneath the agitator column

5 moves over a hole through which a capsule transported in the transport falls for delivery

to the game patron. The capsule transport's movement causes the delivery chute to move

vertically upward and allow the next-in-line, topmost capsule in the channels to fall into

the agitator column. The capsule transport then moves back to its original position,

causing the agitator column to lower and allow the lowermost capsule in the agitator

10 column to fall into the capsule transport in preparation for the next delivery. Preferably,

the delivery system is embodied within a skill game in which a player rocks a ball back

and forth up a ridged hill and into a hole at the top.

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